



AC	Fort	Ref	Will	Hit Points (Bloodied 13, Full 26)
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17	14	11	17	26
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Action Points	Death Saves	Healing Surges (Value 6)
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Strength bonus 0 check 0 **11**
athletics + 5

Constitution bonus 2 check 2 **14**
endurance + 2

Dexterity bonus 0 check 0 **10**
acrobatics - 0
stealth - 0
thievery - 0

Intelligence bonus 0 check 0 **10**
arcana + 5
history - 0
religion - 0

Wisdom bonus -1 check -1 **8**
dungeoneering - 1
heal - 1
insight + 4
nature - 1
perception - 1

Charisma bonus 5 check 5 **20**
bluff + 10
diplomacy + 5
intimidate + 10
streetwise + 5

Melee Basic Attack At-Will
Standard Action **Melee weapon**
Target: One creature **Attack:** +4 vs AC
Hit: 2d4+Strength damage.

Ranged Basic Attack At-Will
Standard Action **Ranged weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Dexterity damage.

Heroic Effort Encounter
Trigger: You miss with an attack **Personal** or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Drill Blaster At-Will
Standard Action **Ranged 10**
Target: One creature **Attack:** +5 vs Reflex
Hit: 1d10+Charisma+2 force damage.
Special: You can use this power as a ranged basic attack.

Crash Barrage Daily
Standard Action **Close blast 3**
Target: Each creature **Attack:** +5 vs Reflex in the blast
Hit: 3d8+Charisma+2 fire damage.
Miss: Half damage.

Warding Armor At-Will
Free Action **Personal**
Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
Effect: You gain resist 5 acid, cold, fire, lightning, and thunder until the end of your next turn. You can shift up to 2 squares.
Special: You can use this power only once per round.

Unraveling Strike At-Will
Standard Action **Melee weapon**
Target: One creature **Attack:** +9 vs AC
Hit: 2d4+Charisma+2 damage. Choose acid, cold, fire, lightning or thunder. The target gains vulnerable 3 to that damage type until the end of your next turn.
Special: You can use this power as a melee basic attack.

Crash Bomber Encounter
Standard Action **Melee weapon**
Target: One creature **Attack:** +9 vs Reflex
Special: Each time you use this power, choose acid, cold, fire, lightning, or thunder. The power's damage is that type.
Hit: 4d4+Charisma+2 damage, and the target loses any resistance or immunity to this power's damage type until the end of your next turn.
Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there 2 takes damage. A creature can take this damage only once per turn.

Racial Traits
Bonus Feat: Choose an extra feat at 1st level.
Bonus Skill: Trained in one additional class skill.
Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.
Robot Power Selection: Choose an option for your human character.

Class Features
Elemental Pact Reward: Gain proficiency with scale armor; you and your summoned warlock's ally gain a bonus to damage equal to your Con mod (this bonus increases by 2 at levels 5, 15 and 25)
Pact Weapon: You may manifest a pact weapon (minor action). The pact weapon persists until dismissed (free action), or you no longer hold it or your implement.

Feats
Heavy Blade Expertise: When wielding a heavy blade: +1/2/3 (by tier) to attack; +2 all defenses vs. opportunity attacks
White Lotus Evasion: When you hit with an arcane at-will attack power, shift 1 as minor action until end of turn.

Initiative **0** Speed **5**